

Title of Motion Picture

Herman the Great Mouse

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✓ HERMAN, THE GREAT MOUSE. ✓

If you are well posted you will understand all great celebrities, like Herman, the Great Mouse, do not observe the old maxim: "Early to bed, and early to rise". However, he does have a faithful cuckoo clock, that wakes him at twelve, noon, and even then he doesn't seem well pleased at being disturbed so soon, and promptly stops the cuckoo's noise with a shoe, hurled directly at it's face.

A Great Magician always lives in a mystic environment. So to start the day right, Herman quickly folds his bed into a shower bath, and when finished changes it into a cook stove that is steaming hot. He flips a few flap jacks then sends the stove to the sink to wash the dishes. The stove is a real trickster and takes care of its duties quickly and carefully.

Herman, the Great, now wide awake, takes an empty fish bowl and tries his art at "Hocus Pokusing". He produces a small black fish and makes it do a number of tricks for his amusement.

Just then it is high time for Herman's morning walk to brace him up. With silk hat and cane, he dashes forth. No sooner has he appeared on the great open country, than he encounters Bitchhead Cat and it seems that there had been former differences. A tricky battle ensues, but Herman baffles Bitchard with his speed and clever disappearances. Herman then strolls away, into the more open country doing a few clever passes with his silk hat and cane. In the course of time he disturbs the mental balance of the roughtown dog cop, causing him to think that his hat is filled with dancing mice.

Herman's next customers were the two local gamblers, Bozo Kerr and Imogene Cat, who were engaged in a friendly game of dice for big money. Herman in the guise of a silk hat, sneeps up and carries away all their coin.

A chase ensues, which is joined by the two former customers of Herman. The last chance of escape from all this mob is to duck into Farmer Al Falfa's Grain Bin. Once safely inside Herman gives the mob the well known Horselaugh. But in his joys he bumps into a mousetrap and is caught. Then it is the turn of all the crowd to laugh at the Great Herman. However, he proves his Greatness and bends the strong trap into a mess, then draws forth his full strength and chases the crowd away. Proving to them that "you can't keep a good man down."

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